

27 Aug 01

DEPARTMENT OF THE AIR FORCE
Aerospace Basic Course (AETC)
Maxwell Air Force Base, Alabama 36112

LESSON PLAN

A2230 - TEAM CHALLENGE

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RECORD OF CHANGES

CHANGE NUMBER	REMARKS
New Lesson Plan	Replaces 8 Aug 00

SUMMARY OF CHANGES

- Updated G-page IAW AU Continuum of Education
- Incorporated all tasks into the lesson plan

EDUCATIONAL GOALS

A2000 Area Objective: Apply leadership skills to influence and direct people and resources to accomplish the mission.

A2200 Phase Objective: Apply effective Teambuilding and Problem Solving skills.

A2230 – TEAM CHALLENGE

Lesson Objective 1: Demonstrate team building and problem solving skills in a group situation.

Samples of Behavior:

- (O) - Defend, during the *Team Challenge* debrief, on the importance of teamwork in accomplishing the mission.
- (O) - Summarize arguments on the consequences of not working as a team.
- (O) - Relate individual accomplishment to team achievement.

Lesson Description: This lesson consists of three separate team challenges. Each team challenge consists of various runs and problem-solving events over a three-mile course. Specific events may occur before, during, or at the conclusion of each run segment depending upon the particular event. Students are required to complete each segment of a team challenge as a group before being allowed to move on to the next event.

Prerequisite:

- 2210, Fundamentals of Teambuilding and Problem Solving

Preparation:

- Conduct warm-up exercises immediately before the start of the lesson.
- At least one student should wear a watch with second hand or stop watch capability.

Rationale/Linkage: Understanding how to use the problem-solving process to create and execute a plan given a tasking, is important to the Air Force mission. This includes the many factors that influence the outcome of the execution of any plan. This lesson focuses on the application of problem solving and teamwork concepts, under various constraints.

INSTRUCTIONAL PLAN

1. TITLE AND LENGTH OF LESSON: Team Challenge (2:00 x 3)

2. RELATION TO OTHER INSTRUCTION: This exercise is designed to take teamwork exercises out of the classroom and present outdoor physical challenges to the flight. The exercise also poses mental challenges that will allow the students to demonstrate their understanding of teamwork and will illustrate the importance of working together.

3. GENERAL METHOD OF INSTRUCTION:

a. Presentation Method: Outdoor Exercise

b. Time Outline: Each of the 3 outdoor exercises will use the following timetable:

0:15	(0:15)	Warm-up
0:10	(0:25)	Intro prior to start
1:25	(1:50)	Task 1,2,3
0:10	(2:00)	Debrief

c. Instructor Preparation:

- Remind students to drink water 24 hours prior to execution.
- On the day before the Team Challenge, you will be issued:
 - A master time sheet showing your flight checkpoint times (remember to brief the start time and location to your flight the day before).
 - A map/clue card for each leg of the course (write the appropriate leg times on each card with a vis a vis marker or grease pencil).
 - A safety card showing locations of radios and vehicles.
- On the day of the event ensure that you have the above listed items as well as the following when you report to the exercise site: (you will be required to carry these)
 - A writing instrument to record observations
 - The feedback and debriefing question sheet

- A watch with which to time the events. This watch must be hacked to proper time (call DSN 762-1401 for correct eastern standard time and subtract one hour for current Maxwell time).

d. Instructor Aids/Handouts:

- Team Challenge Rules and Safety Guidelines
- Feedback and debriefing question sheet
- Instructor Team Fundamentals Guide, 2305-A-1
- Clue cards/maps for students
- Master Time Sheet
- Safety Card

e. Student Preparation:

- Complete warm-ups immediately prior to the event (See A2230 Atch1-2).
- At least one student must have a watch with second hand or stop watch capability.
- It is the flight's responsibility to ensure they are in place and warmed up before the team challenge starts.

f. Strategy: Each flight commander administers the challenges for his or her flight. The challenges provide a mental and physical challenge to the students in order to further the team building process. The flight has 17 minutes for each leg. During this time they must solve a puzzle with various constraints and then report to the next checkpoint on time. Each flight commander will observe his or her flight, answering only questions that do not deal directly with the information contained in the tasks. Remember that safety is paramount and flight commanders need to carefully monitor the flight to ensure that the flight adheres to safety guidelines. Keep COGs Ladder, the Seven Steps of Teambuilding, and the Six-step Problem Solving Process (A2210 Atch1-1) in mind as the students plan and execute this exercise. It will help provide a more effective debrief.

4. DETAILS OF INSTRUCTION

a. Warm-ups 0:15 (0:10)

b. Introduction 0:10 (0:25)

{Instructor notes:

- *Check the schedule to determine what your flight start time is and the location from which your flight will begin the challenge.*
- *You will be provided a map and course clues at the time of the team challenge with everything properly labeled. Check to see which course your squadron is running and ensure that you have the proper map.*
- *Ensure that your flight complies with the routing. Shortcuts across open fields are tempting, but illegal. Flights that take a shortcut will lose the point for completion of that leg. (Other point costing rules are underlined in the lesson plan.)*

Prior to the start of the challenge:

- 1) Ensure your flight has performed their warm-up exercises (see A2230-Atch 1-2 for ideas for warm up exercises). The flight commanders can appoint a flight member to conduct these exercises or rely on the flight to get them accomplished.
- 2) Brief the flight on the rules of the exercise and safety guidelines. (A2230-P-5) *{Instructor note: Team Challenge 1 and 2 prebriefs are different than Team Challenge 3 prebrief.}*
- 3) Ensure that you have any required materials ready to hand out.
- 4) Give the flight a good time hack.
- 5) Begin the exercise and have fun.

c. Exercise 1:25 (1:50)

- 1) At the start time, hand out the clue/map card for that leg of the course. Hand out the clue cards for the other two legs after the rest time at the checkpoint (ten minutes after the later time of the arrival window).
- 2) Follow along with the flight watching for SAFETY at all times.
- 3) Monitor the students for any rules violations.
- 4) Use the feedback and debriefing question sheet to record your observations (if necessary). Take notes throughout the course to use during feedback.

- 5) Students must finish the event in enough time to get to the next checkpoint within the window.
- 6) Do not allow the flight to wander off the course. Please keep your flights on time!!

d. Checkpoints

- 1) The flight has a reporting window at each checkpoint from the start time for that leg.
- 2) When the flight arrives at the checkpoint, collect any materials and tell them their start time for the next leg.
- 3) Make sure **YOU AND ALL** the students drink water at **ALL** the checkpoints.

e. Feedback: 0:10 (2:00)

- 1) Review the debriefing questions and lesson objectives with the flight.
- 2) Provide comments on teamwork strengths and weaknesses.
- 3) Review information from 2305, Fundamentals of Team Building and Problem Solving if necessary

f. Scoring:

- 1) There will be a total of 9 points possible for each team challenge.
- 2) Refer to the Team Challenge ROE for the breakout of the points. The points for Team Challenge 3 are different from Team Challenges 1 and 2.

TEAM CHALLENGE PREBRIEF

TEAM CHALLENGE #1 & #2 ROE

(Brief 10 minutes prior to Challenge)

1. Today's team challenge consists of 3 mission taskings. Your flight can earn 3 points on Mission Tasking A, 3 points on Mission Tasking B, and 3 points on Mission Tasking C for a total of 9 points on the team challenge. You earn one point for "reporting in" at the checkpoint within your arrival window. You earn one point for reporting the correct solution to your flight commander at the checkpoint within your arrival window. And you can earn a bonus point if you report the correct solution to your flight commander at the checkpoint prior to your arrival window.

2. Reporting Procedures: To properly report to your flight commander, all members of the flight must have one hand on the water cooler at the checkpoint while one flight member verbally gives the solution (unless your clue cards give you additional instructions). Even if you do not know the correct solution, to receive the one point for just "reporting in" at the checkpoint within your arrival window, you must follow the reporting procedures and report a guess to your flight commander or simply state, "Sir/Ma'am we have nothing to report." You will only have one chance to report the correct solution.

3. Penalties and Warnings: The flight commander will issue a verbal warning and state the reason for the warning if any parameters of the mission tasking are violated. On the third warning of any type, one penalty point will be assessed and an additional penalty point will be assessed for each warning thereafter. You can be docked an infinite amount of penalty points on a mission tasking, but your flight will start each new mission tasking with zero warnings. **Attention to detail and ROE are extremely important!**

Possible Warnings

1) You cannot at anytime deviate from the route dictated on your map unless your clue cards give you that authority.

2) You may not walk or run on the grass at anytime unless a checkpoint, obstacle, or clue area is completely surrounded by grass (360 degrees). You must utilize these avenues of travel if available: Sidewalks, Troop Walk/Bike Lanes and if not available, single file on the road surface (always running against the flow of traffic). Always cross major roads at crosswalks and/or intersections if available. Use common sense (Ex. Do not zig-zag back and forth across major roads in an effort to stay on side-walks. **Use the most direct route of travel**). Your flight commander will give you additional guidance on the run.

3) You will get a warning for violating any specific parameter of the mission tasking.

Penalties

1) You will be docked one penalty point if you fail to **IMMEDIATELY (i.e. within 5 seconds)** turn in all issued mission tasking materials (i.e. pens, clipboards, clue cards, etc) to your flight commander after you have reported in at the checkpoint. Mission tasking materials turn-in is as follows: (1) The flight member "reporting in" collects **all** materials prior to giving the solution (the collection of materials can only occur within 10 feet of the checkpoint), (2) The flight member "reporting in" gives the solution, (3) The flight member "reporting in" hands in all mission tasking materials at the same time. One penalty point will be assessed if any of the equipment turn-in procedures are not done appropriately.

2) On the third warning of any kind from your flight commander, a penalty point will be assessed and an additional penalty point will be assessed for each additional warning thereafter. You can be docked an infinite amount of penalty points on a mission tasking, but your flight will start each new mission tasking with zero warnings.

*The flight commander can **ONLY** clarify ROE questions prior to the start of the team challenge and between each mission tasking!*

TEAM CHALLENGE #3 ROE

(Brief 10 minutes prior to Challenge)

1. Today's team challenge consists of 3 mission taskings. Your flight can earn 3 points on Mission Tasking A, 3 points on Mission Tasking B, and 3 points on Mission Tasking C for a total of 9 points on the team challenge. On Mission Tasking A and B, you earn one point for "reporting in" at the checkpoint within your arrival window. You earn one point for reporting the correct solution to your flight commander at the checkpoint within your arrival window. And you can earn a bonus point if you report the correct solution to your flight commander at the checkpoint prior to your arrival window. On Mission Tasking C, the point structure is different. Your mission tasking card will tell you how.

2. Reporting Procedures: To properly report to your flight commander, all members of the flight must have one hand on the water cooler at the checkpoint while one flight member verbally gives the solution (unless your clue cards give you additional instructions). Even if you do not know the correct solution, to receive the one point for just "reporting in" at the checkpoint within your arrival window, you must follow the reporting procedures and report a guess to your flight commander or simply state, "Sir/Ma'am we have nothing to report." You will only have one chance to report the correct solution.

3. Penalties and Warnings: The flight commander will issue a verbal warning and state the reason for the warning if any parameters of the mission tasking are violated. On the third warning of any type, one penalty point will be assessed and an additional penalty point will be assessed for each warning thereafter. You can be docked an infinite amount of penalty points on a mission tasking, but your flight will start each new mission tasking with zero warnings. **Attention to detail and ROE are extremely important!**

Possible Warnings

1) You cannot at anytime deviate from the route dictated on your map unless your clue cards give you that authority.

2) You may not walk or run on the grass at anytime unless a checkpoint, obstacle, or clue area is completely surrounded by grass (360 degrees). You must utilize these avenues of travel if available: Sidewalks, Troop Walk/Bike Lanes and if not available, single file on the road surface (always running against the flow of traffic). Always cross major roads at crosswalks and/or intersections if available. Use common sense (Ex. Do not zig-zag back and forth across major roads in an effort to stay on side-walks. **Use the most direct route of travel**). Your flight commander will give you additional guidance on the run.

3) You will get a warning for violating any specific parameter of the mission tasking.

Penalties

1) You will be docked one penalty point if you fail to **IMMEDIATELY (i.e. within 5 seconds)** turn in all issued mission tasking materials (i.e. pens, clipboards, clue cards, etc) to your flight commander after you have reported in at the checkpoint. Mission tasking materials turn-in is as follows: (1) The flight member "reporting in" collects **all** materials prior to giving the solution (the collection of materials can only occur within 10 feet of the checkpoint), (2) The flight member "reporting in" gives the solution, (3) The flight member "reporting in" hands in all mission tasking materials at the same time. One penalty point will be assessed if any of the equipment turn-in procedures are not done appropriately.

2) On the third warning of any kind from your flight commander, a penalty point will be assessed and an additional penalty point will be assessed for each additional warning thereafter. You can be docked an infinite amount of penalty points on a mission tasking, but your flight will start each new mission tasking with zero warnings.

*The flight commander can **ONLY** clarify ROE questions prior to the start of the team challenge and between each mission tasking!*

Safety Guidelines

- Drink water at all the checkpoints.
- If you feel ill, tell me immediately. Look out for one another; look for signs of heat exhaustion or extreme fatigue.
- There will be radios at each check point and at least one vehicle driving around the course in case of emergency.
- **Signs of Heat Exhaustion and Water Intoxication:** Paleness, cramps in abdomen, dizziness, vomiting, profuse sweating, or moist, cool skin.
 - Treatment of Heat Exhaustion:** lay the person down, try to cool them down (fan or sprinkle with water), have the person sip cool water and immediately contact one of the safety personnel on the course (one at each checkpoint).
- **Signs of Heat Stroke:** Headache, dizziness, dry skin (no sweating), high body temperature, red face and skin.
 - Treatment of Heat Stroke:** Same as for heat exhaustion, but in addition, **IMMEDIATELY** notify safety personnel to call for emergency medical services.

Team Challenge #1 Version A

"Flt CC Eyes Only"

Mission Tasking A

Start: _____

Using your clue cards, determine the correct target. Each card has a phrase that will link to the correct/incorrect solution. You will need to use more than one, but not necessarily all of your clues to find the correct target. It is up to your flight to decide which ones those are. You may not show your clue card to anyone, and you must keep it with you at all times. To successfully complete this mission tasking, you must verbally report the correct target to your flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window.

The arrival window is from _____ to _____.

Correct Solution: Athena

Warnings

- 1) A flight member shows or gives their clue card to someone.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Materials: Whistle, Grease Pencil, Map, TC#1 ROE

Student Materials: Map, Mission Tasking Card, Clue Cards (13), TC#1 ROE

Team Challenge #1
Task A Clue Set (Version A)

<p>Precision munitions are not available.</p> <p>If Poseidon is on the offensive then the Air Force will deploy.</p>	<p>The weather forecast is good.</p> <p>If the airlift can fly then the missiles will be delivered.</p>
<p>The weather forecast is bad.</p> <p>If the Air Force will deploy then the bombs will be built.</p>	<p>All leaves are canceled.</p> <p>If the missiles will be delivered then the target is Apollo.</p>
<p>All leaves are approved.</p> <p>If the bombs will be built then the transports will load.</p>	<p>Poseidon is on the offensive.</p>
<p>The overflight was approved.</p> <p>If the transports will load then the bombs will be delivered.</p>	<p>The Intel is inaccurate.</p> <p>If Triton is neutral then the fighters won't fly.</p>
<p>The satellites are in position.</p> <p>If the bombs will be delivered then the target is Athena.</p>	<p>The overflight was disapproved.</p> <p>If the fighters won't fly then the carrier will be mobilized.</p>
<p>Precision munitions are available.</p> <p>If Neptune is on the defensive then the fighters can escort.</p>	<p>The satellites are not in position.</p> <p>If the carrier will be mobilized then the target is Ares.</p>
<p>The Intel is accurate.</p> <p>If the fighters can escort then the airlift can fly.</p>	

Team Challenge #1 Version B

"Flt CC Eyes Only"

Mission Tasking A

Start:_____

Using your clue cards, determine the correct target. Each card has a phrase that will link to the correct/incorrect solution. You will need to use more than one, but not necessarily all of your clues to find the correct target. It is up to your flight to decide which ones those are. You may not show your clue card to anyone, and you must keep it with you at all times. To successfully complete this mission tasking, you must verbally report the correct target to your flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window.

The arrival window is from _____ to _____.

Correct Solution: Neptune

Warnings

- 1) A flight member shows or gives their clue card to someone.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Materials: Whistle, Grease Pencil, Map, TC#1 ROE

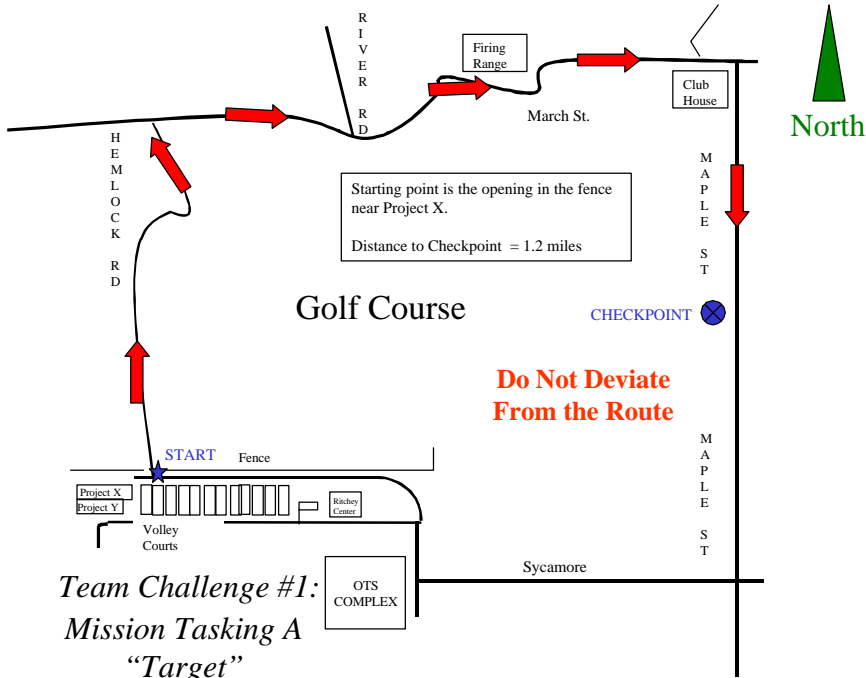
Student Materials: Map, Mission Tasking Card, Clue Cards (13), TC#1 ROE

Team Challenge#1
Task A Clue Set (Version B)

<p>Precision munitions are not available.</p> <p>If Poseidon is on the offensive then the Air Force will deploy.</p>	<p>The weather forecast is good.</p> <p>If the airlift can fly then the missiles will be delivered.</p>
<p>The weather forecast is bad.</p> <p>If the Air Force will deploy then the bombs will be built.</p>	<p>All leaves are canceled.</p> <p>If the missiles will be delivered then the target is Apollo.</p>
<p>All leaves are approved.</p> <p>If the bombs will be built then the transports will load.</p>	<p>Poseidon is on the offensive.</p>
<p>The overflight was approved.</p> <p>If the transports will load then the bombs will be delivered.</p>	<p>The Intel is inaccurate.</p> <p>If Triton is neutral then the fighters won't fly.</p>
<p>The satellites are in position.</p> <p>If the bombs will be delivered then the target is Neptune.</p>	<p>The overflight was disapproved.</p> <p>If the fighters won't fly then the carrier will be mobilized.</p>
<p>Precision munitions are available.</p> <p>If Athena is on the defensive then the fighters can escort.</p>	<p>The satellites are not in position.</p> <p>If the carrier will be mobilized then the target is Ares.</p>
<p>The Intel is accurate.</p> <p>If the fighters can escort then the airlift can fly.</p>	

TEAM CHALLENGE #1

TASK A



Team Challenge #1 "Flt CC Eyes Only"

Mission Tasking B

Start:_____

A coded message must be sent, but there are 5 pieces of missing information. Using your clue cards and various landmarks/static displays around the base (highlighted in yellow on your map), determine the 5 pieces of missing information below.

- 1) Pilot's Last Name** _____
- 2) Co-Pilot's Last Name** _____
- 3) Aircraft Name** _____
- 4) Aircraft Serial Number (S/N)** _____
- 5) Target** _____

You may not show your clue card to anyone, and you must keep it with you at all times. To successfully complete this mission tasking, you must verbally report the missing information to your flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window.

Your arrival window is from _____ to _____.

Correct Solution: 1. Pilot's Last Name: Knapp, 2. Co-Pilot's Last Name: Richter,
3. Aircraft Name: B-52D "Stratofortress", 4. Aircraft Serial Number (S/N): 5-0057
5. Target: Leipzig, Germany

Warnings

- 1) A flight member shows or gives their clue card to someone.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.
- 4) Not maintaining 4-man fire team concept.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Materials: Whistle, Grease Pencil, Map, TC#1 ROE

Student Materials: Map, Mission Tasking Card, Clue Cards (13), TC#1 ROE

Team Challenge #1
Task B Clue Set

If the F-105D "Thunderchief," S/N 61-176, logged over 300 combat missions including 6 during Linebacker II, this will be the mission aircraft.

The Medal of Honor winner, Col William R. Lawley, Jr., knows the mission target.

If the F-86A "Sabre," S/N 49-1301, was the first production airplane capable of flying faster than the speed of sound, this will be the mission aircraft.

If the "Phantom II," S/N 65-0660, was the first supersonic photo-reconnaissance aircraft, this will be the mission aircraft.

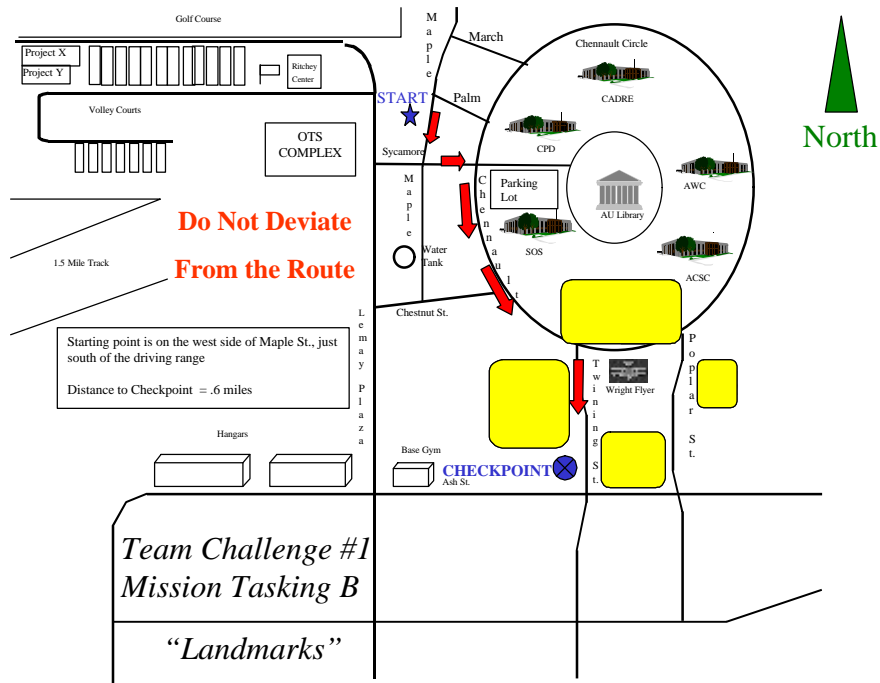
If Cleveland flew the "Voodoo," he is the mission pilot.

Sometimes victory on the battlefield is achieved by dividing one's forces.

If "Poopsie" is a white dog, the mission pilot is Knapp.

If Muskat flew the F-100D "Super Sabre," S/N 55-3678, this will be the mission aircraft.

The man KIA on Jul 28, 1967, will be the mission co-pilot.



Team Challenge #1 "Flt CC Eyes Only"

Mission Tasking C

Start: _____

Using the key provided, decipher the phrase, which consists of your 13 encoded clue cards (the cards are read in order 1 through 13). You may not show your clue card to anyone, and you must keep it with you at all times. To successfully complete this mission tasking, you must verbally report the deciphered phrase to your flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window.

The arrival window is from _____ to _____.

Correct Solution: Long, continuous periods of peace and prosperity have always brought about the physical, mental and moral deterioration of the individual.

Warnings

- 1) A flight member shows or gives their clue card to someone.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Materials: Whistle, Grease Pencil, Map, TC#1 ROE

Student Materials: Map, Mission Tasking Card, Clue Cards (13), Decoder Key, TC#1 ROE

KEY:

Code

Letter : S T U V W X Y Z A B C D E F G H I J K L M N O P Q R

Solution: A B C D E F G H I J K L M N O P Q R S T U V W X Y Z

Team Challenge #1
Task C Clue Set

(1) DGFY,

(2) UGFLAFMGMK

(3) HWJAGVK GX

(4) HWSUW SFV

(5) HJGKHWJALQ ZSNW

(6) SDOSQK TJGMYZL

(7) STGML LZW

(8) HZQKAUSD,

(9) EWFLSD SFV

Team Challenge #1
Task C Clue Set (Cont'd)

(10) EGJSD

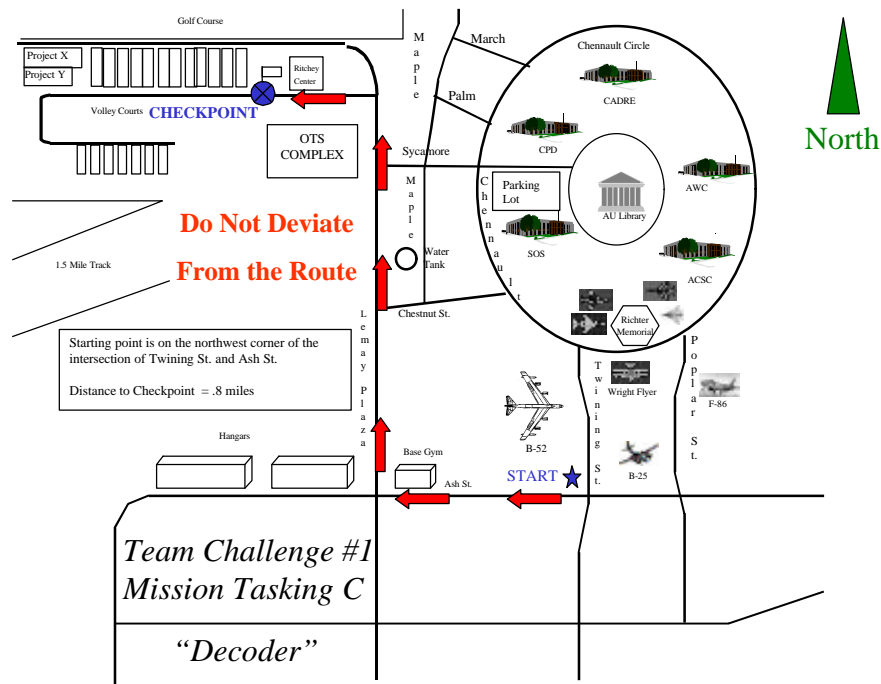
(11) VWLWJAGJSLAGF

(12) GX LZW

(13) AFVANAVMSD

Team Challenge #1

Mission Tasking C Map



Team Challenge #2 "Flt CC Eyes Only"

Mission Tasking A

Start: _____

The communications squadron needs your help. Transmissions between you and the command post were disrupted resulting in a garbled message. To successfully complete this mission tasking, you must determine what the garbled message says and verbally report the message to your flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window. You must keep your clue cards in your hands at all times.

Your arrival window is from _____ to _____.

Correct Solution: AIR AND SPACE SUPERIORITY PROVIDES FREEDOM TO ATTACK AS WELL AS FREEDOM FROM ATTACK.

Warnings

- 1) A flight member gives their clue card to someone or tries to set the clue card on the ground.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

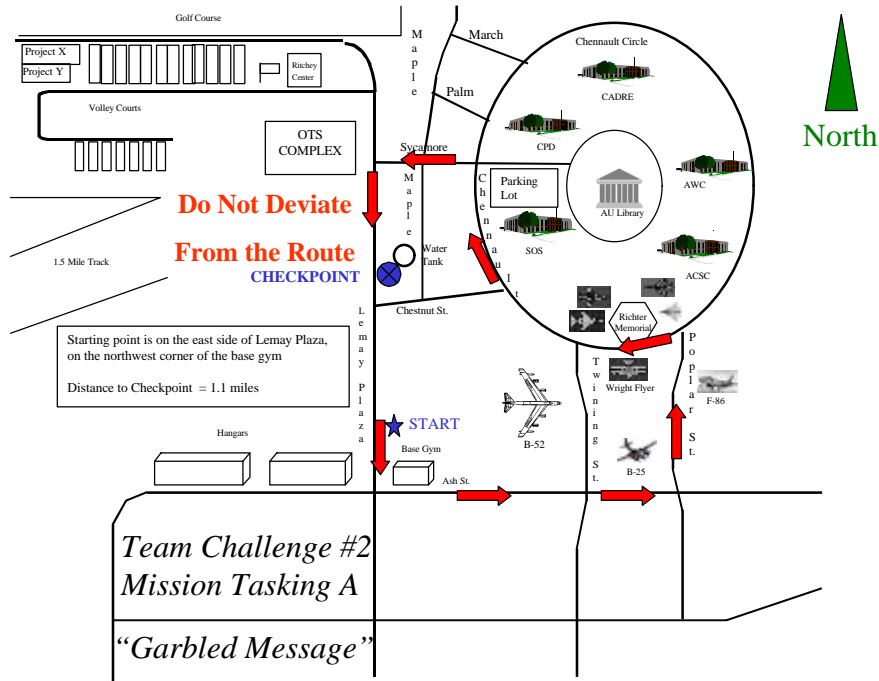
Flt/CC Materials: Whistle, Grease Pencil, Map, TC#2 ROE

Student Materials: Map, Mission Tasking Card, Clue Cards (26), TC#2 ROE

TEAM CHALLENGE #2
MISSION TASKING A

r_a	eri
eed	_att
_sup	_to_
el	ty_
l_as_	ac
_fre	_pro
vid	k_a
es_fr	tta
ace_	om_a
_Ai	s_w
nd_sp	ck._
ori	m_fr
om_	edo

Team Challenge #2 Mission Tasking A Map



Team Challenge #2 (Version A)

"Flt CC Eyes Only"

Mission Tasking B

Start: _____

Knowledge of air and space power functions will be key to the successful completion of this mission tasking. To successfully complete this mission tasking, you must determine the password, validate each letter in the password, and report it properly to your flight commander at the proper checkpoint within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window. A sample clue card is illustrated below. This mission tasking will be a true test of how well you can "gather the data."

Correct Solution: OFFENSIVE

Warnings

- 1) A flight member shows or gives their clue card to someone.
- 2) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head). **This mission has an additional reporting requirement: The person with Clue Card #3 must "report in" as follows--stand at attention, salute, and make the following statement, "The password for Team Challenge 2, Task B is OFFENSIVE!"**

Flt/CC Materials: Whistle, Grease Pencil, Map, TC#2 ROE

Student Materials: Map, Mission Tasking Card, Clue Cards (13), TC#2 ROE

Additional Instructions: Insure that you write in the arrival window times on Clue Card #7.

1	<p>LeMay Plaza and Chestnut St.</p> <hr/> <p>T or F: Counter air consists of operations to attain and maintain a desired degree of air superiority by the destruction or neutralization of enemy forces.</p> <hr/> <p>Watch out for cars as you run your route. Safety is paramount!</p>	<p>“E” is the 4th letter of the password</p>
2	<p>Chestnut St. and Maple</p> <hr/> <p>T or F: Strategic attack is defined as those operations intended to directly achieve strategic effects by striking at the enemy’s centers of gravity.</p> <hr/> <p>Password Letter Determination: If the answer to the T or F question on a clue card is "True," use the “password letter” on the right edge of the clue card to help spell the correct password.</p>	<p>“T” is the 7th letter of the password</p>
3	<p>Maple and Sycamore St.</p> <hr/> <p>T or F: Combat Search and Rescue consists of those air operations conducted to recover distressed personnel during wartime or MOOTW.</p> <hr/> <p>Follow ROE unless directed otherwise by your cluecards.</p>	<p>“O” is the 1st letter of the password</p>
4	<p>Chestnut St. and Chennault Circle</p> <hr/> <p>T or F: Interdiction is an element of Counterland. Information warfare may also be used to conduct interdiction by intercepting or disrupting information flow or damaging/destroying controlling software and hardware.</p> <hr/> <p>Clue Card 7 has the arrival window for this mission tasking.</p>	<p>“E” is the 9th letter of the password</p>

5	<p>Palm and Chennault Circle</p> <hr/> <p>T or F: Offensive Counterinformation (OCI) includes actions taken to control the information environment. Physical attack is an example of OCI.</p> <hr/> <p>The checkpoint for this mission tasking is near the intersection on clue card 13.</p>	<p>“N” is the 5th letter of the password</p>
6	<p>Sycamore St. and Chennault Circle</p> <hr/> <p>T or F: Spacelift projects power by delivering satellites, payloads, and material into space or through space. This includes launch to deploy, sustain, and augment.</p> <hr/> <p>Intersections of interest for this mission tasking are circled on the map.</p>	<p>“F” is the 2nd letter of the password</p>
7	<p>OODA Loop and Twining St.</p> <hr/> <p>T or F: Offensive Counterspace operations do not involve operations to destroy space assets or capabilities.</p> <hr/> <p>FROM _____ TO _____</p>	<p>“D” is the 1st letter of the password</p>
8	<p>Twining St. and Chennault Circle</p> <hr/> <p>T or F: Countersea operations are designed to achieve strategic-, operational-, or tactical-level objectives in the pursuit of joint force objectives; the objective is to gain control of the medium, to the extent possible, dominate operations in support of naval forces – never independently.</p> <hr/> <p>You may not show your clue card to anyone, and you must keep it with you at all times.</p>	<p>“E” is the 7th letter of the password</p>

9	Maple and Palm	“V” is the 8th letter of the password
	T or F: Intertheater airlift provides the air bridge that links theaters to the CONUS and to other theaters, as well as airlift within the CONUS.	
	Knowledge from your readings will help you complete this mission tasking.	
10	Poplar St. and Chennault Circle	“E” is the 2nd letter in the password
	T or F: Air Refueling does not support the nuclear Single Integrated Operation Plan.	
	Password Reporting Procedures: Adhere to normal reporting procedures, but in addition have the person with Clue Card 3 stand at attention, salute, and make the following statement, “The password for Team Challenge 2, Task B is <u>(insert password)</u>!”	
11	Maple and March	“D” is the 1st letter in the password
	T or F: Surveillance has a time constraint oriented to a specific "target."	
	Use the 6-step problem solving process.	
12	LeMay Plaza and Sycamore St.	“S” is the 6th letter of the password
	T or F: The overall objective of intelligence is to enable commanders and combat forces to “know the enemy” and operate smarter.	
	Password Letter Validation: Each letter used in the password must be validated. In order to validate a “password letter,” everyone in the flight must touch the street-sign pole at the intersection on the clue card with the password letter.	

13	March and Chennault Circle	“F” is the 3rd letter of the password
	T or F: Command and Control includes both the process by which the commander decides what action is to be taken and the system which monitors the implementation of the decision.	
	Remember, Time is of the essence, “A good plan violently executed NOW is better than a perfect plan next week.” George Patton	

Team Challenge #2 (Version B) "Flt CC Eyes Only"

Mission Tasking B

Start: _____

Knowledge of air and space power functions will be key to the successful completion of this mission tasking. To successfully complete this mission tasking, you must determine the password, validate each letter in the password, and report it properly to your flight commander at the proper checkpoint within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window. A sample clue card is illustrated below. This mission tasking will be a true test of how well you can "gather the data."

Correct Solution: DEFENSIVE

Warnings

- 1) A flight member shows or gives their clue card to someone.
- 2) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head). **This mission has an additional reporting requirement: The person with Clue Card #3 must "report in" as follows--stand at attention, salute, and make the following statement, "The password for Team Challenge 2, Task B is OFFENSIVE!"**

Flt/CC Materials: Whistle, Grease Pencil, Map, TC#2 ROE

Student Materials: Map, Mission Tasking Card, Clue Cards (13), TC#2 ROE

Additional Instructions: Insure that you write in the arrival window times on Clue Card #7.

1	LeMay Plaza and Chestnut St.	“E” is the 4th letter of the password
	T or F: Counter air consists of operations to attain and maintain a desired degree of air superiority by the destruction or neutralization of enemy forces.	
	Watch out for cars as you run your route. Safety is paramount!	

2	Chestnut St. and Maple	“T” is the 7th letter of the password
	T or F: Strategic attack is defined as those operations intended to directly achieve strategic effects by striking at the enemy’s centers of gravity.	
	Password Letter Determination: If the answer to the T or F question on a clue card is "True," use the “password letter” on the right edge of the clue card to help spell the correct password.	

3	Maple and Sycamore St.	“D” is the 1st letter of the password
	T or F: Combat Search and Rescue consists of those air operations conducted to recover distressed personnel during wartime or	
	Follow ROE unless directed otherwise by your cluecards.	

4	Chestnut St. and Chennault Circle	“E” is the 9th letter of the password
	T or F: Interdiction is an element of Counterland. Information warfare may also be used to conduct interdiction by intercepting or disrupting information flow or damaging/destroying controlling	
	Clue Card 7 has the arrival window for this mission tasking.	

5	Palm and Chennault Circle	“N” is the 5th letter of the password
	T or F: Offensive Counterinformation (OCI) includes actions taken to control the information environment. Physical attack is an example of OCI.	
	The checkpoint for this mission tasking is near the intersection on clue card 13.	

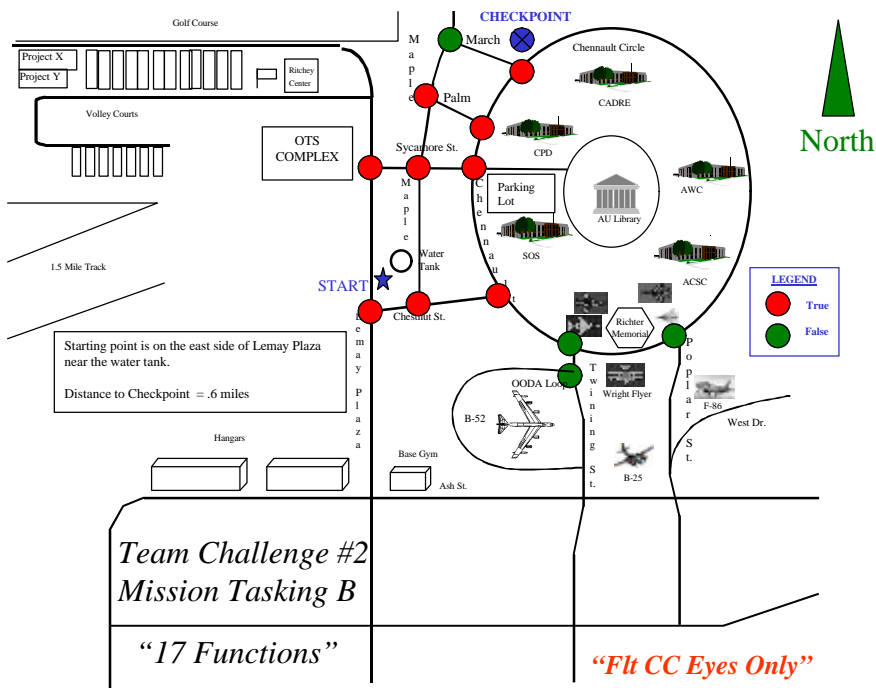
6	Sycamore St. and Chennault Circle	“E” is the 2nd letter of the password
	T or F: Spacelift projects power by delivering satellites, payloads, and material into space or through space. This includes launch to deploy, sustain, and augment.	
	Intersections of interest for this mission tasking are circled on the map.	
7	OODA Loop and Twining St.	“O” is the 1st letter of the password
	T or F: Offensive Counterspace operations do not involve operations	
	FROM _____ TO _____	
8	Twining St. and Chennault Circle	“E” is the 7th letter of the password
	T or F: Countersea operations are designed to achieve strategic-, operational-, or tactical-level objectives in the pursuit of joint force objectives; the objective is to gain control of the medium, to the extent possible, dominate operations in support of naval forces – never independently.	
	You may not show your clue card to anyone, and you must keep it with you at all times.	
9	Maple and Palm	“V” is the 8th letter of the password
	T or F: Intertheater airlift provides the air bridge that links theaters to the CONUS and to other theaters, as well as airlift within the CONUS.	
	Knowledge from your readings will help you complete this mission tasking.	
10	Poplar St. and Chennault Circle	“F” is the 2nd letter in the password
	T or F: Air Refueling does not support the nuclear Single Integrated Operation Plan.	
	Password Reporting Procedures: Adhere to normal reporting procedures, but in addition have the person with Clue Card 3 stand at attention, salute, and make the following statement, “The password for Team Challenge 2, Task B is <u>(insert password)</u>!”	

11	Maple and March	“O” is the 1st letter in the password
	T or F: Surveillance has a time constraint oriented to a specific "target."	
	Use the 6-step problem solving process.	

12	LeMay Plaza and Sycamore St.	“S” is the 6th letter of the password
	T or F: The overall objective of intelligence is to enable commanders and combat forces to “know the enemy” and operate smarter.	
	Password Letter Validation: Each letter used in the password must be validated. In order to validate a “password letter,” everyone in the flight must touch the street-sign pole at the intersection on the clue card with the password letter.	

13	March and Chennault Circle	“F” is the 3rd letter of the password
	T or F: Command and Control includes both the process by which the commander decides what action is to be taken and the system which monitors the implementation of the decision.	
	Remember, Time is of the essence, “A good plan violently executed NOW is better than a perfect plan next week.” George Patton	

TEAM CHALLENGE #2
MISSION TASKING B



Team Challenge #2 "Flt CC Eyes Only"

Mission Tasking C Start: _____

Using your clue cards, determine the appropriate letters to fill in the numbered spaces of the phrase below. Each card has a question that if answered correctly, or incorrectly, will give you a letter to put in a designated blank. You may not show your clue card to anyone, and you must keep it with you at all times. To successfully complete this mission tasking, you must verbally report the correct phrase to your flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window.

Your arrival window is: _____ to _____

Correct Solution: Core competencies are the enablers of our doctrine.

Warnings

- 1) A flight member shows or gives their clue card to someone.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Materials: Whistle, Map, TC#2 ROE

Student Materials: Map, Grease Pencil, Mission Tasking Card, Clue Cards (12), Fill-in Blank Card, TC#2 ROE

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35			
36	37	38	39	40	41	42	43											

(1) If freedom to attack and freedom from attack is the definition of air and space superiority, place a “B” in space 26 and a “S” in spaces 16 and 30; if not, place a “L” in spaces 26, 16, and 30.

(2) If the St Mihiel Offensive, Regensburg and Schweinfurt Raids, Big Week, and Mig Alley are the historical examples of information superiority, place a “D” in space 7 and a “P” in space 27; if not, place a “M” in space 7 and a “L” in space 27.

(3) If the ability to collect, control, exploit, and defend information while denying the adversary the ability to do the same is the definition of information superiority, place a “N” in spaces 12, 24, and 42; if not, place a “R” in spaces 12, 24, and 42.

(4) If the Battle of Midway and Operation FORTITUDE SOUTH are the historical examples of air and space superiority, place a “H” in space 34; if not, place a “U” in space 34.

(5) If the ability to deliver and sustain power, quickly and decisively, in response to threats to our national interests is the definition of agile combat support, place a “S” in space 10, 20, and 39; if not, place a “T” in space 10, 20, and 39.

(6) If “Flying the Hump” and Operation NICKEL GRASS are the historical examples of rapid global mobility, place an “A” in spaces 17 and 25; if not, place an “O” in spaces 17 and 25.

(7) If the ability to attack, rapidly and persistently, with a wide range of munitions anywhere on the globe at any time is the definition of global attack, place a “H” in space 21 and an “I” in spaces 14 and 41; if not, place a “F” in space 21 and a “U” in spaces 14 and 41.

(8) If the Cuban Missile Crisis, Operation LINEBACKER I, and Operation ELDORADO CANYON are the historical examples of precision engagement, place a “S” in space 32 and a “B” in space 8; if not, place a “F” in space 32 and a “P” in space 8.

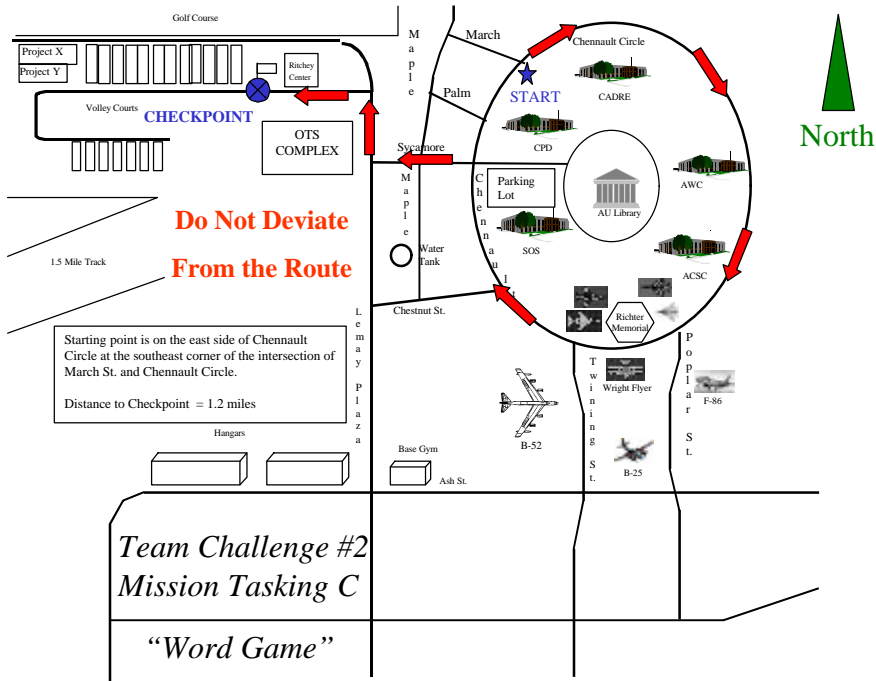
(9) If the ability to create, sustain, and protect assets, capabilities, and personnel is the definition of rapid global mobility, place a “P” in space 36 and a “N” in space 3, 18, 29, 35, and 40; if not, place a “D” in space 36 and a “R” in spaces 3, 18, 29, 35, and 40.

(10) If B-29 Operations in the Pacific Theater and Combat Support in Battle of Khe Sanh are the historical examples of agile combat support, place an “O” in spaces 2, 6, 31, 33, and 37; if not, place an “I” in spaces 2, 6, 31, 33, and 37.

(11) If the ability to command, control, and employ forces to cause discriminate strategic, operational, or tactical effects is the definition of precision engagement, place an “E” in spaces 4, 9, 11, 15, 19, 22, 23, 28, and 43; if not, place an “A” in spaces 4, 9, 11, 15, 19, 22, 23, 28, and 43.

(12) If the Than Hoa Bridge, Operation DELIBERATE FORCE, and CSAR in Operation ALLIED FORCE are the historical examples of global attack, place a “T” in spaces 1, 5, 13, and 38; if not, place a “C” in spaces 1, 5, 13, and 38.

TEAM CHALLENGE #2
MISSION TASKING C



Team Challenge #3 "Flt CC Eyes Only"

Mission Tasking A

Start: _____

The C-130 your team was flying in has experienced a catastrophic malfunction and was forced to crash land in enemy territory. Your flight members were the only passengers to survive the crash. You must use the maps and clues provided to get to the safe area, so you can be extracted by rescue helicopter and returned to friendly territory. To successfully complete this mission tasking, you must get to the safe area within your arrival window and correctly execute the safe extraction procedures. You will only have one chance to properly execute the safe extraction procedures. A bonus point will be awarded if you can get to the safe area and properly execute the safe extraction procedures prior to the arrival window. You must retain possession of your clue card/map at all times.

Your arrival window is from _____ to _____.

Correct Solution: At the safe area, the person with the radio will make contact with you by saying, "Rescue-1, Rescue-1, this is Defender-3, over." You will respond, "Defender-3, this is Rescue-1, I pass you four, seven, over." The radio operator should respond, "Rescue-1, I pass you five, five, over." If the proper countersign is given, you will respond, "Copy Defender-3, pop smoke at this time, Rescue-1 out." The flight should then hand you clue cards #2 (green smoke) and #1 (yellow smoke).

Warnings

- 1) A flight member gives their clue card/map to anyone or tries to set the clue card/map on the ground.
- 2) Entering a hazardous area depicted on the maps (personnel mines, chem. warfare contamination, enemy personnel).
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Materials: Whistle, Map, TC#3 ROE, Grease Pencil

Student Materials: Maps (4), Mission Tasking Card, Clue Cards (9), TC#3 ROE

1	If the B-52 flies West, pop ORANGE smoke at the safe area.
	The red areas highlighted on MAP I contain enemy personnel mines. AVOID THESE AREAS AT ALL COSTS!
	You have the yellow smoke canister.
2	If Richter's helmet is in his right hand, pop WHITE smoke at the safe area.
	When you use a map, orient it to the terrain and take note of the North seeking arrow.
	You have the green smoke canister.
3	If the Wright Flyer flies North, pop GREEN smoke at the safe area.
	The pink areas highlighted on MAP II contain chemical warfare contamination. You do not have any chemical warfare gear. AVOID THESE AREAS AT ALL COSTS!
	You have the orange smoke canister.
4	Failure to safely navigate to the safe area could cause significant delays.
	Procedures for Safe Extraction: 1) Get to the safe area as fast as you can. 2) Execute Sign/Countersign procedures. 3) Execute "Popping Smoke" procedures.
	You have the white smoke canister.
5	If Richter's survival knife is strapped to his left leg, pop YELLOW smoke at the safe area.
	The yellow areas highlighted on MAP III are patrolled by enemy troops. You must not be captured. AVOID THESE AREAS AT ALL COSTS!
	You have the red smoke canister.

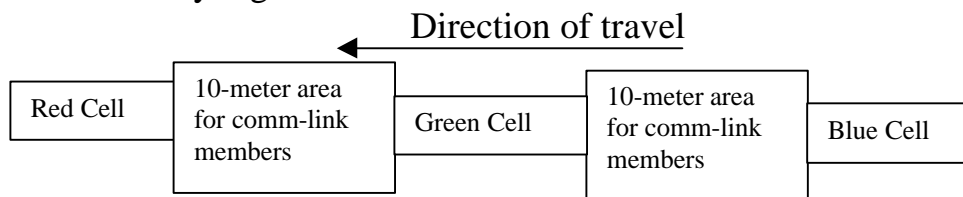
6	If the F-4C is parked near the safe area, pop BLUE smoke at the safe area.
	Procedure for Sign/Countersign: The person with the radio needs to make contact with the pilot of the extraction helicopter (your flight commander). Do this by saying, "Rescue-1, Rescue-1, this is Defender-3, over." The pilot will respond, "Defender-3, this is Rescue-1, I pass you four, seven, over." You will respond, "Rescue-1, I pass you (<i>insert proper countersign</i>), over." If the proper countersign is given, the pilot will respond, "Copy Defender-3, pop smoke at this time, Rescue-1 out."
	You have the blue smoke canister.
7	Only pop RED smoke if you think the safe area has been compromised.
	The blue area highlighted on MAP IV is your safe area. This is the only area you can safely be extracted by rescue helicopter. GET TO THE SAFE AREA AS FAST AS YOU CAN!
	You have the radio.
8	The countersign is "five, five."
	Procedure for "Popping Smoke": 1) While all flight members are touching the water cooler with one hand. 2) Give your flight commander only those clue cards with the proper color smoke canisters required to signal the extraction helicopter. 3) Follow normal turn-in procedures for mission tasking materials after that.
	You have the purple smoke canister.
9	If the F-106 is parked near the Wright Flyer, pop PURPLE smoke at the safe area.
	Procedure for "Popping Smoke": 1) While all flight members are touching the water cooler with one hand. 2) Give your flight commander only those clue cards with the proper color smoke canisters required to signal the extraction helicopter. 3) Follow normal turn-in procedures for mission tasking materials after that.
	You have the pink smoke canister.

Team Challenge #3 "Flt CC Eyes Only" (Version A)

(Green Cell Comm-Link Member)

Start: _____

Your flight is a mobile command post that must plan a strike package while evading enemy forces. Your command post has a red cell (4 members), green cell (5 members) and a blue cell (4 members). Each cell must always be separated by at least 10 meters. Failure to maintain at least 10 meters between cells may result in failure. Each cell has a comm-link member. Comm-link members may only communicate with members in their cell and with other comm-link members in the 10-meter area between cells. If you are not a comm-link member, you may only communicate with people within your cell. Keep verbal communication at a whisper, the enemy is monitoring you. You must retain possession of your clue card at all times and you may only show your card to the comm-link member from your cell. Everyone except the 3 comm-link members has a clue card. Cell members must stay together.



To successfully complete this mission tasking, follow normal reporting procedures with the Green Cell comm-link member reporting the country, targets and required aircraft to their flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window.

Your arrival window is from _____ to _____.

Correct Solution: Lusitania, SAMs and AOC, and F-16CJs, F117s and F-15s

Warnings

- 1) A flight member shows or gives their clue card to anyone. Exception: Flight members can only show their clue card to their comm-link member.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.
- 4) Communicating above a whisper.
- 5) Comm-link member communicating with members from other cells who are not comm-link members.
- 6) Failing to maintain at least 10 meters between cells.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Instructions

- 1) Instruct the students not to look at the map or instructions until you tell them to start
- 2) Write the arrival time on the mission-tasking card
- 3) For a 13 member flight, remove the clue labeled: Red Cell 4; For a 12 member flight, remove the clue labeled: Green Cell 4; For an 11 member flight, remove Green Cell 4 and Green Cell 3; For a 10 or less member flight, remove the above cards, give some students 2 or more as needed.
- 4) Divide your students into cells by the F-100 Super Sabre away from other flights**

Flt/CC Materials: Whistle, Map, TC#3 ROE, Grease Pencil

Student Materials: Map, Mission Tasking Cards (3), Clue Cards (11), TC#3 ROE

The strike is approved in Lusitania.	Green Cell 1
If the strike is approved, then you will attack the SAMs and AOC.	Red Cell 1
If the mission is approved, then you will attack bridges, SAMs, and the airbase.	Blue Cell 1
If the target includes SAMs, you will need F-16CJs.	Green Cell 2
If the target includes bridges and the airbase, The package requires F-16s, F-15Es and B-1s.	Red Cell 2
If the target includes the AOC, The package requires F-117s and F-15s.	Blue Cell 2
If the attack is in Clampetland, Then you will attack the army.	Blue Cell 3
If the target includes an army, The package requires A-10s and F-15s.	Green Cell 3
If the attack is in Poseidon, The package requires F-18s and F-16s.	Red Cell 3
Space assets are approved	Green Cell 4
If the attack is in Neptune, The package requires A-6s and EF-111s.	Red Cell 4

Team Challenge #3

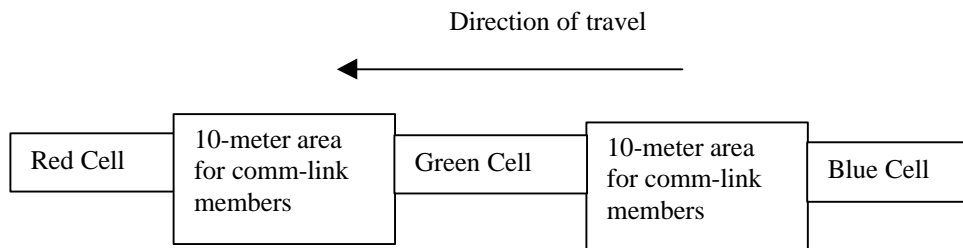
"Flt CC Eyes Only" (Version B)

Mission Tasking B

(Green Cell Comm-Link Member)

Start: _____

Your flight is a mobile command post that must plan a strike package while evading enemy forces. Your command post has a red cell (4 members), green cell (5 members) and a blue cell (4 members). Each cell must always be separated by at least 10 meters. Failure to maintain at least 10 meters between cells may result in failure. Each cell has a comm-link member. Comm-link members may only communicate with members in their cell and with other comm-link members in the 10-meter area between cells. If you are not a comm-link member, you may only communicate with people within your cell. Keep verbal communication at a whisper, the enemy is monitoring you. You must retain possession of your clue card at all times and you may only show your card to the comm-link member from your cell. Everyone except the 3 comm-link members has a clue card. Cell members must stay together.



To successfully complete this mission tasking, follow normal reporting procedures with the Green Cell comm-link member reporting the country, targets and required aircraft to their flight commander at the checkpoint depicted on your map within your arrival window. You will only have one chance to report the correct solution. A bonus point will be awarded if the correct solution is presented at the checkpoint prior to the arrival window.

Your arrival window is from _____ to _____.

Correct Solution: Clampetland, SAMs and AOC, and F-16CJs, F117s and F-15s

Warnings

- 1) A flight member shows or gives their clue card to anyone. Exception: Flight members can only show their clue card to their comm-link member.
- 2) Deviating from route dictated on the map (Use a deviation of 20 yards)
- 3) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.
- 4) Communicating above a whisper.
- 5) Comm-link member communicating with members from other cells who are not comm-link members.
- 6) Failing to maintain at least 10 meters between cells.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) A penalty point will be assessed for failing to turn in mission tasking materials properly. Assess a penalty if anyone other than the person reporting in hands in the materials, several different people hand in the materials, **OR** the materials are not handed in immediately after reporting (complete a five count in your head).

Flt/CC Instructions

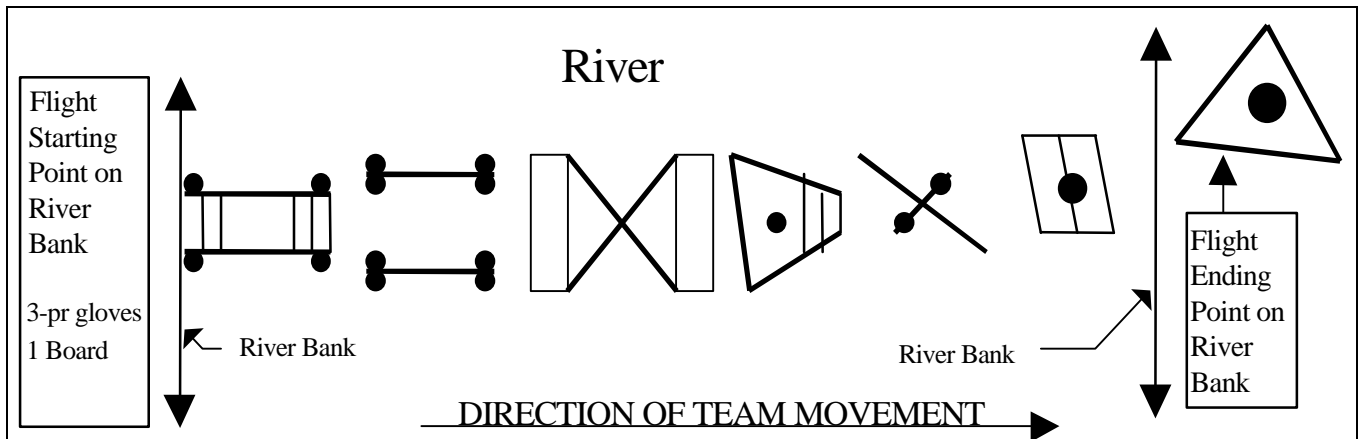
- 1) Instruct the students not to look at the map or instructions until you tell them to start
- 2) Write the arrival time on the mission-tasking card
- 3) For a 13 member flight, remove the clue labeled: Red Cell 4; For a 12 member flight, remove the clue labeled: Green Cell 4; For an 11 member flight, remove Green Cell 4 and Green Cell 3; For a 10 or less member flight, remove the above cards, give some students 2 or more as needed.
- 4) **Divide your students into cells by the F-100 Super Sabre away from other flights**

Flt/CC Materials: Whistle, Map, TC#3 ROE, Grease Pencil

Student Materials: Map, Mission Tasking Cards (3), Clue Cards (11), TC#3 ROE

The strike is approved in Clampetland.	Green Cell 1
If the strike is approved, then you will attack the SAMs and AOC.	Red Cell 1
If the mission is approved, then you will attack bridges, SAMs, and the airbase.	Blue Cell 1
If the target includes SAMs, you will need F-16CJs.	Green Cell 2
If the target includes bridges and the airbase, The package requires F-16s, F-15Es and B-1s.	Red Cell 2
If the target includes the AOC, The package requires F-117s and F-15s.	Blue Cell 2
If the attack is in Lusitania, Then you will attack the army.	Blue Cell 3
If the target includes an army, The package requires A-10s and F-15s.	Green Cell 3
If the attack is in Poseidon, The package requires F-18s and F-16s.	Red Cell 3
Space assets are approved	Green Cell 4
If the attack is in Neptune, The package requires A-6s and EF-111s.	Red Cell 4

Team Challenge #3 "Flt CC Eyes Only"



Mission Tasking C

Start: _____

You have a five minute planning period before you can depart this area. You must get your team out of enemy territory across the only route left; this bridge the enemy tried to destroy. Get to the other side, friendly territory, as fast as you can. Intelligence told you enemy bombers are on the way to finish destroying the bridge. They also told members of your group how to cross the river on the remaining parts of the bridge. You may not show your Intelligence Source Card to anyone, and you must keep it with you at all times. To successfully complete this mission tasking, every member of the flight must be inside the tripod (on the other side of the river), friendly territory, within the arrival window. One point will be awarded if the entire flight meets the standard explained on Intelligence Source 7's card. One point will be awarded if all flight members are inside the tripod within the arrival window. A bonus point will be awarded if all flight members are inside the tripod prior to the arrival window.

Your arrival window is: _____ to _____

Depart Area

Camo Netting

Team Challenge 3 Mission Task C (Cont'd)

Warnings

- 1) A flight member shows or gives their clue card to anyone.
- 2) The flight tries to depart the launch point prior to the end of the 5-minute planning period.
- 3) Deviating from route dictated on the map (Use a deviation of 20 yards).
- 4) Flight collects mission tasking materials outside 10 ft radius from the checkpoint water cooler.

Penalties

- 1) A penalty point will be assessed for a third warning of any type from the flight commander and an additional penalty point will be assessed for each additional warning thereafter.
- 2) Unlike other Team Challenge events, there are no reporting procedures for this mission tasking. Once all flight members are inside the tripod, they will collect the mission tasking materials and give them to you. Only assess a penalty point if the flight does not turn in all mission-tasking materials.

Flt/CC Materials: Whistle, Map, TC#3 ROE, Grease Pencil, Flt/CC Card

Student Materials: Map, Mission Tasking Card, Clue Cards (12), TC#3 ROE, 1 Board, 3 Pairs of Gloves

INTELLIGENCE SOURCE 1: The bridge is bombed out, but it is still passable. One side of the second set of logs may be booby-trapped with a pressure-sensitive device.

INTELLIGENCE SOURCE 2: If you step off the logs, you will fall into the river and be swept down stream. The last set of logs is booby-trapped. Move across as fast as you can.

INTELLIGENCE SOURCE 3: Stay close together and move as fast as you can. Intelligence Source 6 is talking about the third set of logs. Do not pull down or try to climb the camo netting.

INTELLIGENCE SOURCE 4: One side of the second set of logs is booby-trapped with a time delayed-device. Move fast!

INTELLIGENCE SOURCE 5: Get across as fast as you can. Remember enemy bombers will be here in 25 minutes.

INTELLIGENCE SOURCE 6: The X is ahead. Bring one board with you.

INTELLIGENCE SOURCE 7: Move as fast as you can. You must be past the camo netting on the third set of logs no later than 15 minutes from the start; after that, Intelligence Source 4's booby trap will detonate. Hurry!

INTELLIGENCE SOURCE 8: Intelligence Source 2 may be unreliable.

INTELLIGENCE SOURCE 9: Take three pairs of gloves with you

INTELLIGENCE SOURCE 10: There are no reporting procedures for this mission tasking. Once all flight members are inside the tripod, simply collect the mission tasking materials and give them to your flight commander.

INTELLIGENCE SOURCE 11: For safety reasons, use your board(s) to cross from one set of logs to another set... DO NOT JUMP no matter how close they are to each other.

INTELLIGENCE SOURCE 12: You're blind. Touch the X and you will see.

Feedback and debriefing question sheet

Did everyone understand the objective and rules of the exercise?

Did you come up with a plan or did you just jump right to the task?

If you had a plan, was everyone aware of the plan?

Were all ideas and options heard and considered?

Did anyone coordinate the team's efforts? How critical was leadership to the team's success?

Do different people on your team have different strengths and limitations? Was it important to recognize these?

What was it like being in the front? In the middle? In the rear? Did you all know what was going on? Was keeping everyone informed of the actions and movements important?

Overall Questions

Did everyone participate in the problem solving?

Did you utilize a problem solving process?

Did everyone get the chance to voice their opinions?

Did the flight stick together throughout the course or did some lose patience and run ahead?

How did you deal with any frustrations along the way? Did you encourage each other or did the flight start to pull apart when you came upon a stumbling block?

Where there any ways to interpret the rules other than the way you decided to interpret them?

What limitation most hindered your performance on this event?

What level of COGs ladder do you think your flight is on now?

Instructor Team Fundamentals Guide

Use this card as a reminder of the Fundamentals of Team Building and Problem Solving. The information on this card should be used for every team activity debrief.

COG's Ladder

Stage 1: Polite Stage

Stage 2: Why We're Here Stage

Stage 3: Bid for Power Stage

Stage 4: Constructive Stage

Stage 5: Esprit Stage

Seven Building Blocks

- Clear objectives
- Openness
- Support and trust
- Cooperation and conflict
- Competence
- Individual development
- Leadership

Six-step Problem Solving Process

1. Identify the Problem
2. Gather the Data
3. List Possible Solutions
4. Test Possible Solutions
5. Select Best Solution to the Problem
6. Implement the Plan

WARM UP EXERCISE SUGGESTIONS

ABC WARM-UP EXERCISES	
EXERCISE	COUNT/REPS
Slow Jog/Walk	(Transition to exercise area - at least 5 minutes continuously)
1. Large Arm Circles (Front, back)	10 reps each (slow)
2. Elbow Pull (each arm)	20 sec front, 20 sec back
3. Achilles/Calf Stretcher (each leg)	2 reps, 20 sec
REPEAT EXERCISE 4, 5, AND 6 FOR LEFT LEG, THEN RIGHT LEG	
4. Leg Puller (hold ankle and stretch quad)	2 reps, 20 sec
5. Hamstringer	2 reps, 20 sec
6. Pretzel (sit with legs straight out, place one foot on opposite side of the other leg, stretch back)	2 reps, 20 sec
7. Groin Stretcher	2 reps, 20 sec
8. Crunches	4 count, 10 reps
9. Pushups	2 count, 10 reps
WET GROUND OPTION: - Complete #1 through #3 as described - #4 - Standing Leg Puller (2 reps, 20 sec, each leg) - #5 - Standing Hamstringer (2 reps, 20 sec, each leg) - #7 - Thigh Stretcher (2 reps, 20 sec)	